



Geo-GRAPHIC LIMITED

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SPACE

HUNT^{II}



SPACE HUNT

You, as the commander of the starship ZEPHYR are hereby commissioned to seek out and destroy all KANONS who have waged war against the FEDERATION. The following is a list of the commands as you will see them in the game.

- 1.WARP
- 2.NORMAL TRAVEL
- 3.PHOTONS
- 4.PHASERS
- 5.DOCK
- 6.HELP
- 7.QUADRANT LOOK
- 8.TRANSFER
- 9.SHIELDS UP
- 10.DESTRUCT
- 11.SHIELDS DOWN
- 12.UNRESTRICTED TRAVEL
- 13.STATUS
- 14.TRACTOR BEAM

Enter the number
corresponding to the
desired command.
Depress RETURN for this
listing.

ALL COMMANDS ARE
INITIATED BY DEPRESSING
THE RETURN KEY.

WARP

Warp speed can be set from 0 to 10 and must be set before any travel or tractor beaming can take place. Keep in mind that the higher the warp speed-the more energy will be consumed and the slower the speed, the more time will be taken--Time and Energy are directly related!

NORMAL TRAVEL

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

This is your STARMAP of the various quadrants in the galaxy.

NORMAL TRAVEL(CONT)

N(1)
NW(2) NE(3)
W(4) Z E(5)
SW(6) SE(7)
S(8)

Above are the various headings that you may take. Enter the corresponding number of the heading along with the quadrant that you wish to enter. With NORMAL TRAVEL you may only move into quadrants that are adjacent to your location, in any of the above directions.

Normal travel uses energy but is more economical than an UNRESTRICTED move.

PHOTONS

The game begins with the ZEPHYR containing a payload of 5 photon torpedoes. You may elect to use photons under a 'CONDITION RED' and after firing, all damages to either ship will be reported.

TO FIRE PHASERS OR
PHOTONS, HIT THE RETURN
KEY WHEN READY.

PHASERS

The use of phasers directly reduces the amount of energy and deducts from the total time remaining as well. Phasers, like photons, are used when confronting the enemy under 'CONDITION RED' and all damages to either ship will be displayed after firing.

DOCKING

It may become necessary at some point in the game to re-vitalize your ships energy supply, to load up on photon torpedoes, or to make any repairs needed. In order to dock, the Zephyr must be in a quadrant containing a base. The game begins with 2 bases, but bases are subject to KANON destruction and must be protected. Docking does take time and the length of time to do each repair will be shown and left up to your discretion.

NO TRACTOR BEAMING CAN BE DONE WHILE DOCKED AT A BASE!

HELP

Whenever energy or time remaining levels are depleted to very low levels, it is possible to call for help by using the SUBSPACE RADIO. The call goes out and may be picked up by any base. If it is picked up, the base will try to ATOMICALLY beam the ZEPHYR into its quadrant. Once the call has been made, the ZEPHYR is in danger of not re-appearing at the base. If this occurs, the ZEPHYR will be reduced to ION VAPOR and the game will end.

NEVER CALL FOR HELP UNLESS ALL RESOURCES ARE AT VERY LOW LEVELS!!!!!!

QUADRANT LOOK

This command energizes the ZEPHYR'S DEEP SPACE RADAR and will locate the positions of the enemy in the entire galaxy. Wherever a positive number appears next to the word ENEMY, this is the exact location of a KANON vessel. Wherever a negative number over -900 appears indicates that the KANON has been blasted out of the galaxy and that you have been scored as destroying his ship! Each game begins with 6 KANONS throughout various locations in the galaxy.

QUADRANT LOOK(CONT)

Tracking of KANON ships, in the event of their movement is done with the QUADRANT LOOK COMMAND. Whenever the TRACTOR BEAM is used by the ZEPHYR, the KANON ships detect that they are being scanned and will immediately move to other locations!! However, their ships are programmed to always move in the same direction when scanned and always move the same amount of quadrants each time. By using the QUADRANT LOOK after using the TRACTOR BEAM, you can track them, estimate their next quadrant which they will inhabit, and TRACTOR BEAM them into your quadrant for battle. You are allowed 3 tractor beamings before docking is required.

TRANSFER

You may at any time transfer energy from the ZEPHYR'S fuel source to it's shields. You do not want to let your SHIELD STRENGTH to fall very low or else your ship may be damaged in battle.

TRANSFER (CONT)

If it is necessary to transfer energy from your shields to the main fuel source, a negative number should be entered

SHIELDS UP

This command will cause the ZEPHYR to become encompassed by an energy shield that will protect it from the force of a KANON hit. Be certain to raise shields before engaging in battle.

DESTRUCT

When everything is looking bad for you and the ZEPHYR and there doesn't appear to be a way out, use this command to avoid capture. A destruct sequence will precede your destiny!!

SHIELDS DOWN

Self explanatory.

UNRESTRICTED TRAVEL

Input any quadrant and the ZEPHYR will move into that quadrant. This move uses more fuel than a NORMAL move, and is restricted to 3 moves per game.

STATUS

This command will give you total status of the ships fuel, photons, and other pertinent data.

TRACTOR BEAM

Tractor beams are restricted to 3, before docking is required, and must be used along with the QUADRANT LOOK command in order to be successful. Refer to QUADRANT LOOK description.

NOTE: Be careful that you don't cause any KANONS to move out of the galaxy into NEGATIVE QUADRANTS when you TRACTOR BEAM. If this happens, you will have to use NORMAL TRAVEL to get them, or, enter their NEGATIVE QUADRANT in another TRACTOR BEAM.

GOOD LUCK